IDW
ISSUE
12
COVER A

SONIC™

THE HEDGEHOG

FLYNN • YARDLEY • STANLEY • HERMS

SEGA®

WRITTEN BY **IAN FLYNN** ART BY **EVAN STANLEY** & **TRACY YARDLEY**
COLORS BY **MATT HERMS** LETTERS BY **SHAWN LEE**
ASSISTANT EDITOR **MEGAN BROWN** EDITOR **DAVID MARIOTTE** PUBLISHED BY **GREG GOLDSTEIN**

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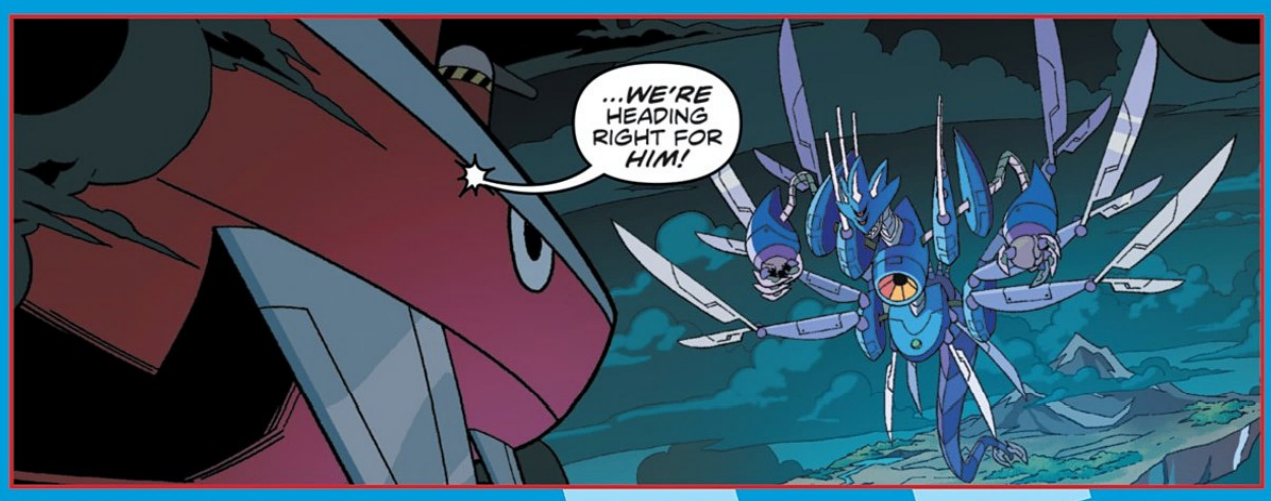
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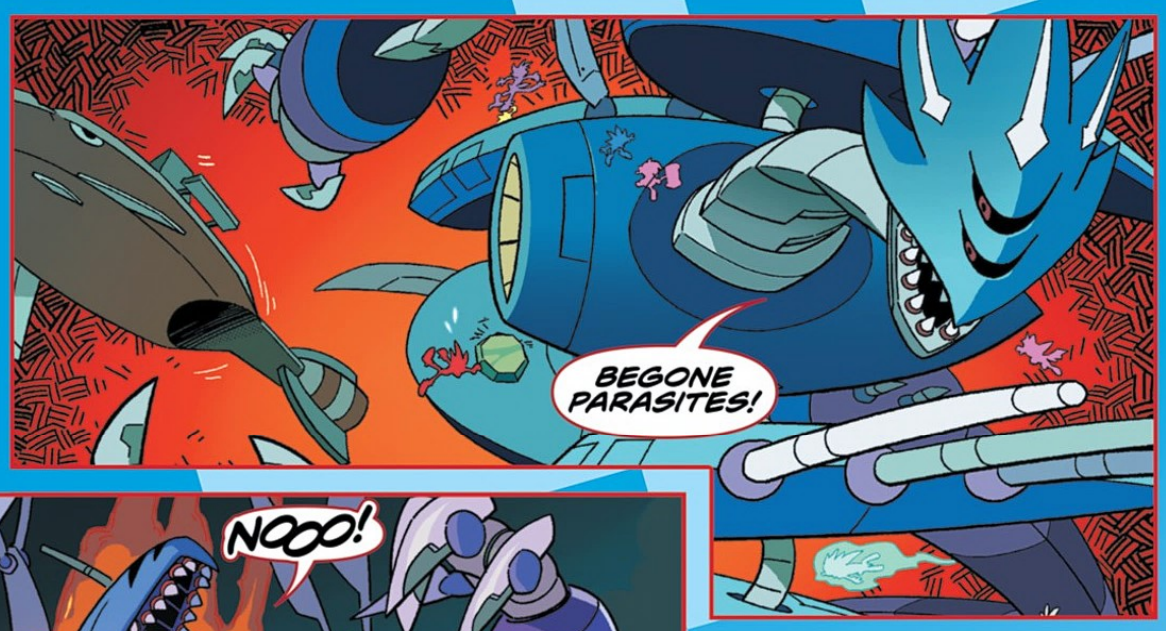
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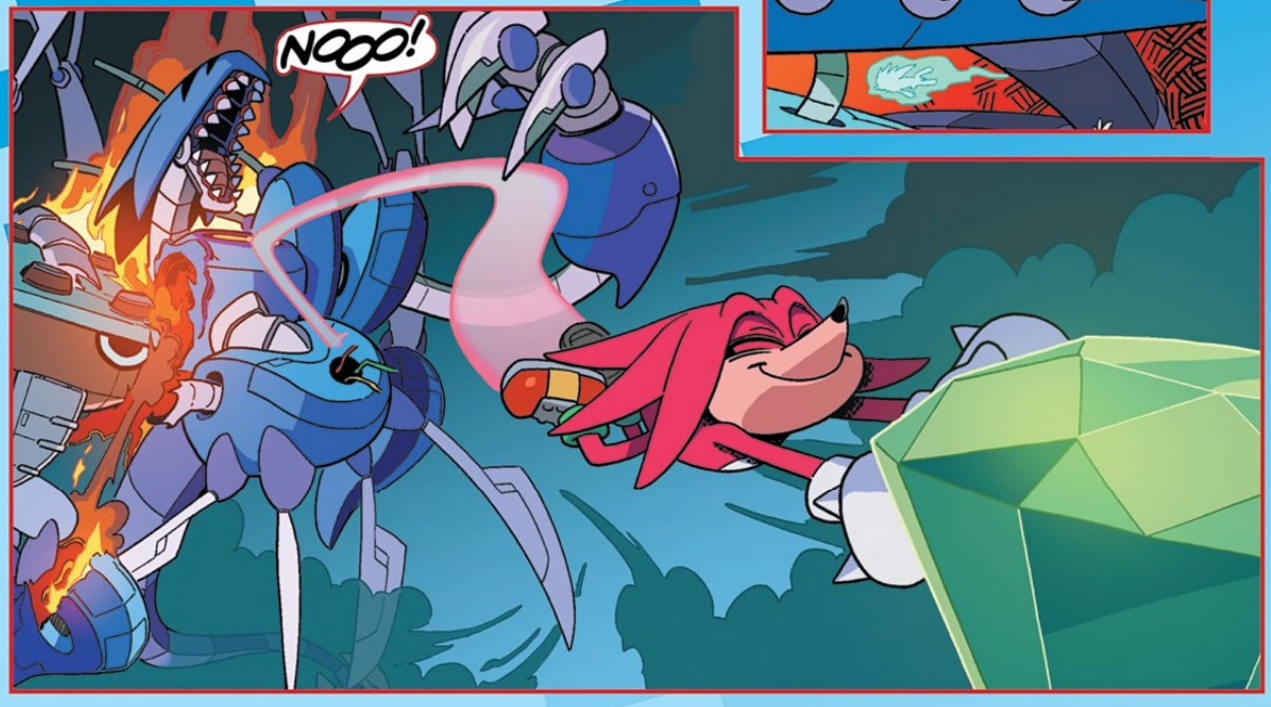
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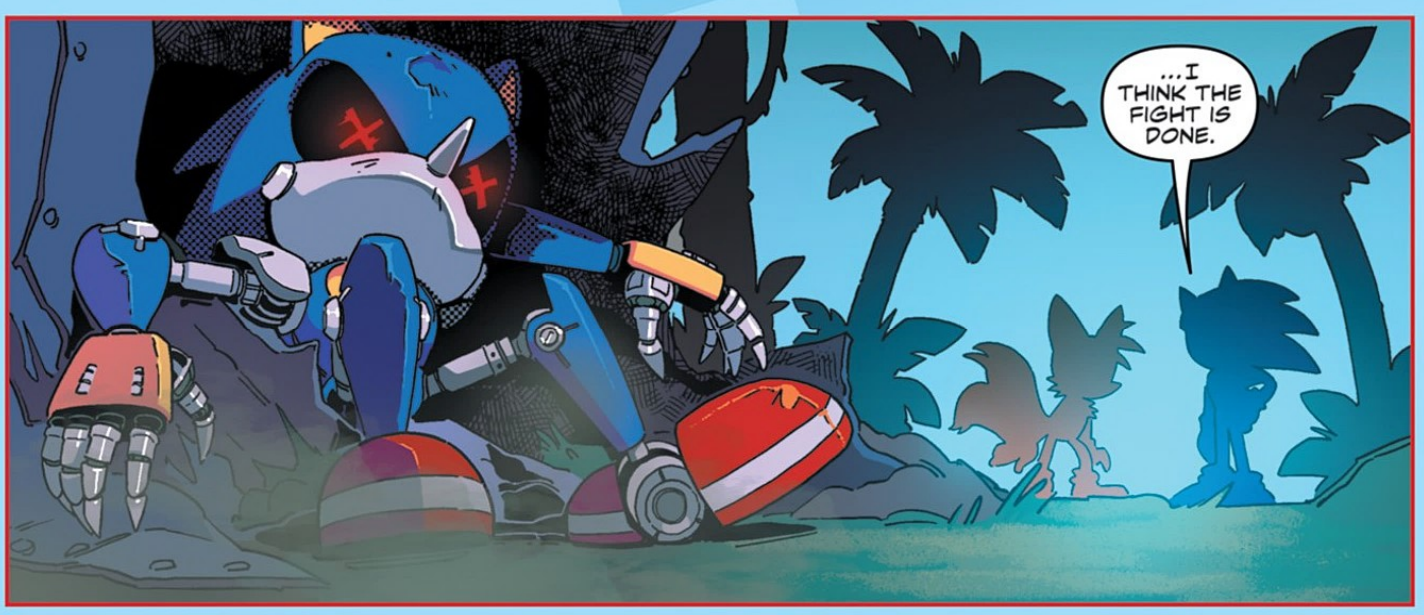

...I THINK THE FIGHT IS DONE.

THE FIRST ROUND OF THE PROCEDURE IS COMPLETE. TELL ME, ARE YOU FEELING MORE LIKE YOURSELF...
... DR. EGGMAN?

ROLL CALL

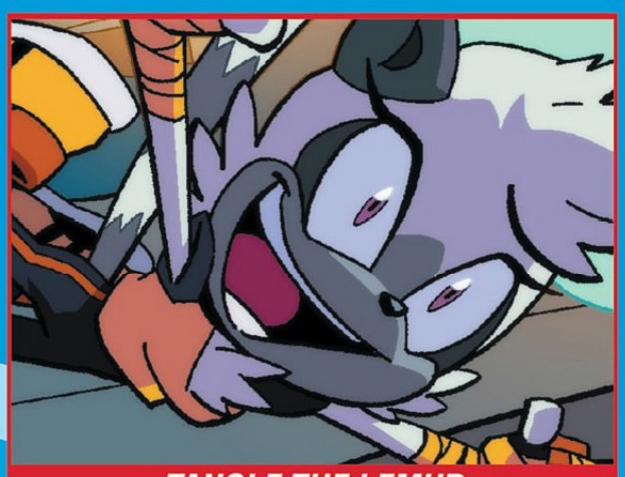
SONIC THE HEDGEHOG
The Blue Blur.
Fastest thing alive.

MILES "TAILS" PROWER
Tech-savvy Sidekick.
Resistance pilot.

AMY ROSE
Piko Hammer Hero.
Resistance core staff.

KNUCKLES THE ECHIDNA
Guardian of the Master Emerald.
Resistance leader.

SHADOW THE HEDGEHOG
The Ultimate Lifeform.
Team Dark leader.

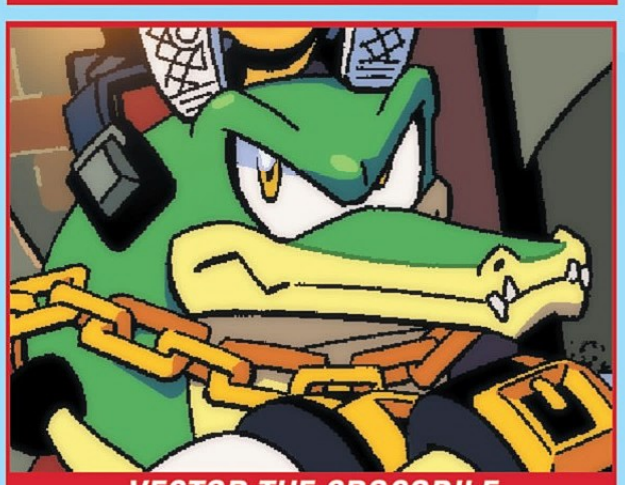


TANGLE THE LEMUR
Excitable New Hero.
Resistance ally.

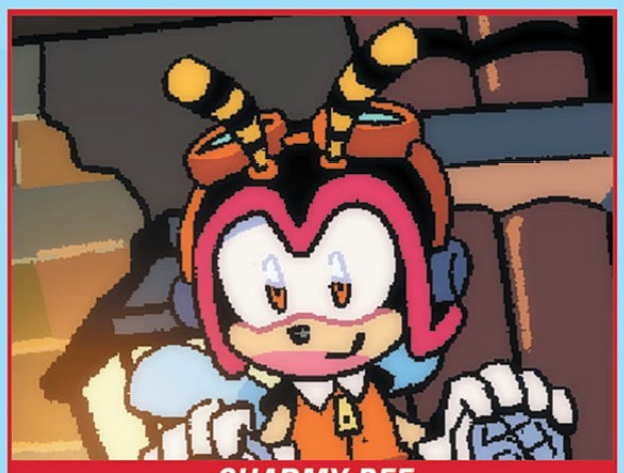
ROUGE THE BAT
Super-spy.
Team Dark intelligence.

BLAZE THE CAT
Fire-powered Princess.
Resistance ally.

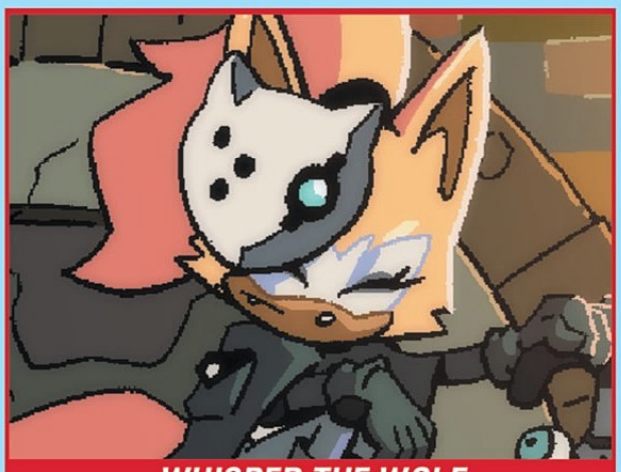
ESPIO THE CHAMELEON
Ninja Detective.
Chaotix Detective Agency.



VECTOR THE CROCODILE
The Rock Croc.
Chaotix Detective Agency.



CHARMY BEE
Heroic Youngster.
Chaotix Detective Agency.



WHISPER THE WOLF
Silent Sniper.
Resistance ally.

SILVER THE HEDGEHOG
Psychic from the Future.
Resistance ally.

OKAY, I'VE CONFIRMED THE DAMAGE FROM OUR FIGHT. LOSS OF THE MASTER EMERALD REVERTED METAL SONIC TO HIS BASIC ABILITIES.

I'VE FINISHED THE LAST OF THE NECESSARY REPAIRS. ARE YOU SURE YOU WANT TO DO THIS?

I'M SURE. WAKE UP METAL SONIC.

HE'S NOT GOING TO BE HAPPY ABOUT THIS.

PROBABLY. BUT I THINK THE ODDS ARE ON OUR SIDE.

MORNING, SUNSHINE! TAKE IT EASY, YOU—

AS I WAS SAYING: TAKE IT EASY. TAILS FIXED UP THE WORST OF THE DAMAGE, BUT YOU'RE IN NO SHAPE TO FIGHT.

WE'RE COMPASSIONATE, NOT STUPID.

IT'S OVER, MAN. EGGMAN IS DONE, AND YOU DON'T OWE HIM ANYTHING. YOU HAVE A CHANCE TO LIVE YOUR OWN LIFE NOW. BE YOUR OWN PERSON.

ROBOT. WHATEVER.

I'M NOT ASKING FOR US TO BE BEST BUDS. HECK, YOU CAN LIVE ON THE OTHER SIDE OF THE PLANET FOR ALL I CARE. BUT CAN WE AT LEAST CALL A TRUCE? GIVE PEACE A CHANCE?

YOW!

JERK.

YEAH.

ARE YOU OKAY?

SHOULDN'T WE GO AFTER HIM?

NAH.

WE GAVE HIM THE CHOICE TO LIVE HOW HE WANTS TO.

WE'VE GOT TO HONOR HIS DECISION.

I GUESS. AT THE VERY LEAST, HE DOESN'T HAVE EGGMAN TO REPAIR OR WEAPONIZE HIM ANYMORE!

MEANWHILE...

I DON'T UNDERSTAND. THREE SESSIONS LATER AND HE HASN'T REGAINED HIS MEMORIES.

HE'S BEGUN GRAVITATING TOWARDS HIS OLD MACHINES...

...BUT NOT HIS OLD PERSON-ALITY.

THIS HAS GOTTEN OLD, DOC!

WHEN YOU SPRUNG US OUT OF JAIL, THE DEAL WAS WE'D GET YOU EGGMAN, AND THEN ***HE'D*** MAKE US WEAPONS!

WE'RE GONNA NEED SOME SERIOUS FIREPOWER IF WE'RE GONNA GET OUR REVENGE ON SONIC.

N-NOT THAT WE ***NEED*** IT. WE'RE TOUGH ENOUGH AS IT IS.

RIGHT. IT'S JUST FOR... *UH*... OVERKILL.

YEAH! INSULT TO INJURY! LOTS AND LOTS OF INJURY!

GENTLEMEN!

AND I USE THE TERM LOOSELY.

I *WILL* RESTORE EGGMAN'S PERSONALITY, YOU *WILL* GET YOUR WEAPONRY *AND* YOUR REVENGE.

PERHAPS HE JUST NEEDS SOME KIND OF EMOTIONAL OR MENTAL TRIGGER TO JUMP-START HIS OLD SELF?

OOH! OOH! I KNOW! HOW 'BOUT YOU THREATEN US, BOSS?

NOTHING CHEERED YOU UP LIKE SAYING YOU'D DISMANTLE US!

OR PERHAPS YOU'D LIKE TO REVIEW A LIST OF ELDRITCH CREATURES YOU'D LIKE TO RESURRECT AND THEN LOSE CONTROL OVER?

WHAT KIND OF *MONSTER* WOULD PROGRAM YOU WITH EMOTIONS AND THEN PREY UPON THEM?! NO, I'LL TAKE GOOD CARE OF YOU!

I'M CONFUSED. IS THAT A THREAT? IT DIDN'T SOUND MENACING THIS TIME.

ARE WE SURE WE WANT THE OLD BOSS BACK?

SCREEEEEEE

OH, YOU POOR THING! HOLD STILL! I'LL HAVE YOU REPAIRED IN NO—

FIELD TESTED AND BATTLE HARDENED!

YOU ARE MY FINEST CREATION, METAL SONIC!

HOW *DARE* THAT SONIC DAMAGE YOU!

HE WOULDN'T RECOGNIZE A WORK OF ART IF IT PUNCHED HIM IN THE FACE!

YOU DID PUNCH HIM IN THE FACE, RIGHT?

ATTABOY!

WHEN DID I GET HERE? WHO ARE ALL OF YOU? AND WHO DRESSED ME LIKE THIS?!

FINALLY!

AH, WELL. IT WAS NICE WHILE IT LASTED.

PLEASE ALLOW ME TO INTRODUCE MYSELF, SIR.

I AM DR. STARLINE, A KINDRED SPIRIT AND A DEEP ADMIRER OF YOUR WORK.

HMPH. WELL YOU AT LEAST KNOW YOUR PLACE.

YOU— KEEP TALKING. METAL! GET ON THE TABLE TO SO I CAN FIX YOU!

ORBOT! CUBOT! GET ME SOME REAL CLOTHES!

ABOUT THAT, SIR. YOU LOST YOUR MEMORY—YOUR WHOLE PERSONALITY—AFTER YOUR LAST BATTLE WITH SONIC AND THE RESISTANCE.

UH-HUH. PASS ME THE PENTA-MODULE RECOMBULATOR.

RIGHT AWAY!

YOU WOUND UP IN A REMOTE MOUNTAIN VILLAGE.

USING MY OWN UNIQUE METHODS, I LOCATED YOU AND HAD MY ASSOCIATES HERE RESCUE YOU.

WHAT ASSOCIATES?

THAT'S OUR CUE!

YOU BETTER BE HUMBLE.

YOU'RE IN THE PRESENCE OF

-ROUGH & TUMBLE!

DO THEY ALWAYS DO THAT?

UNFORTUNATELY. BUT THEY'RE VIOLENT, STUPID, AND HATE SONIC. PERFECT MINION FODDER FOR YOU, SIR.

OH-HO-HO! HATE THAT HEDGEHOG, DO YOU?

WHAT DO YOU SAY I HOOK YOU UP WITH SOME DELIGHTFULLY DESTRUCTIVE DEVICES AND SEND YOU AFTER THAT RODENT?

NOW YOU'RE TALKIN'!

JUST GIVE US THE HARDWARE, DOC! WE'LL HANDLE THE REST!

YOU BETTER NOT DISAPPOINT!

THE LAST GROUP I HIRED DIDN'T LAST LONG AGAINST SONIC AND SHADOW!

ONE LAST QUESTION AND I SHOULD BE UP TO SPEED. HOW DID YOU GET ME BACK TO MY GLORIOUS, INGENIOUS SELF?

I ADMINISTERED NEURO-STIMULANTS AND AGGRESSIVE HYPNOTHERAPY TO GET YOU BACK TO YOUR SENSES.

AS FOR GETTING YOU HERE, I USED THE POWER OF THE ***WARP TOPAZ.***

WITH THE WHAT-WAS-IT?

WARP TOPAZ. A UNIQUE GEMSTONE I'VE SPENT MY CAREER RESEARCHING.

IT'S NOT LIKE THE CHAOS EMERALDS. THEIR POWER IS ***CHAOTIC***, AND CAN CHANGE GIVEN THE SITUATION OR THEIR USAGE.

NO, THE WARP TOPAZ CAN WARP SPACE TO CREATE GATEWAYS TO OTHER PLACES, PROVIDED IT HAS A POWER SOURCE.

MMM... HARD PASS. I'VE HAD MY FILL OF STRANGE NEW MAGIC STONES.

=HEH= I THOUGHT YOU MIGHT SAY THAT.

THAT'S WHY I TOOK THE TIME TO SECURE SOMETHING YOU'RE MORE FAMILIAR WITH.

CONSIDER THESE MY APPRENTICESHIP APPLICATION.

OH-HO-HO! WELCOME ABOARD, STARLINE! YOU'RE MY BEST LACKEY YET!

LATER...

YO, KNUX! I JUST DID A COUPLE OF LAPS AROUND THE ISLAND.

EVERYTHING LOOKS INTACT!

TAILS SAYS HE CAN GET THE BATTLESHIP HE CRASHED INTO MASTER OVERLORD TO FLY AGAIN, SO WE'RE ALL HEADING BACK TO RESISTANCE HQ. YOU COMING?

NAH. IT'S MY DUTY TO GUARD THE MASTER EMERALD. I'M STAYING RIGHT HERE.

I FIGURED YOU'D SAY THAT. STILL, THE OFFER STANDS.

THANKS.

IF YOU EVER GET TOO LONELY UP HERE, LET US KNOW.

PFFT. YOU'LL CAUSE SOME PROBLEM AND BRING IT TO MY DOORSTEP IN NO TIME.

HA! TRUE ENOUGH.

WHAT ABOUT THE RESISTANCE? YOU PLAN ON LEADING THEM REMOTELY, COMMANDER?

OH, YEAH. I DID TAKE COMMAND, DIDN'T I...?

WELL... THE WAR'S OVER AND METAL SONIC IS TRASHED.

THERE DOESN'T REALLY NEED TO BE A RESISTANCE ANYMORE, DOES THERE?

EH, CONSIDER IT DISBANDED.

WHATEVER YOU SAY, KNUX.

CATCH YA LATER! I'M OUTTA HERE!

WHATEVER. GET OFF MY ISLAND.

AMY! WHAT'CHA DOIN'?

TAKING INVENTORY OF WHAT'S LEFT ON THE SHIP.

THRILLING. FIND ANYTHING GOOD?

YEAH! THERE'S TONS OF RAW MATERIALS HERE! IT'S JUST WHAT THE RESISTANCE NEEDS TO HELP WITH THE RECONSTRUCTION EFFORTS!

COOL!

I KNOW THIS SORT OF THING BORED KNUCKLES TO TEARS, SO I GUESS I'LL HANDLE IT—HAHA!

HAHA YEEEEEAH... AND EVERYTHING ELSE, TOO. KNUX SAYS HE'S DISBANDING THE RESISTANCE.

SURPRIIIIIISE...

ARE YOU SERIOUS?

MM-HMMM!

UNBELIEVABLE.

JUST THE LADY WE WERE LOOKING FOR!

PAYDAY! PAYDAY! WEEEE!

"PAYDAY"? WHAT?

THE CASE OF THE MISSING EGGMAN IS OVER!

WE FOUND OUT WHAT HAPPENED TO THE DOCTOR, WHO WAS IMPERSONATING HIM, AND HELPED BRING DOWN THE PERP! CASE CLOSED!

OUR REWARD SHOULD BE SUBSTANTIAL.

WE'RE GONNA GET *FANCY* TAKE-OUT!

I... BUH... WHUH...

I'LL LEAVE THIS TO YOU, MADAM EXECUTIVE OF THE RESISTANCE.

DOESN'T BEING PART OF THE RESISTANCE COUNT AS ANYTHING?!

HEY LADIES! ABOUT READY TO HEAD HOME?

YEAH! NO! MAYBE!

I MEAN, SURE, I MISS HOME. BUT I'M ON A FLYING TROPICAL PARADISE! I FOUGHT A ROBOT DRAGON! AND *SURVIVED!*

THE PAST FEW DAYS HAVE BEEN SO CRAZY AND COOL! I DON'T THINK I CAN GO BACK TO MY OLD LIFE!

WHAT ABOUT YOU, WHISPER? FEEL LIKE YOU'VE MADE SOME FRIENDS ON THIS TRIP?

OH, SHE'S A RIOT! SHE JUST TOLD ME THE FUNNIEST JOKE!

GO ON! TELL HIM! Y'KNOW, THE ONE ABOUT THE TOASTER?

WHAT'D I SAY?

JUST GIVE HER SOME SPACE. SORRY, WHISPER! I'LL SEE YOU GUYS LATER!

ARE YOU SURE?

YES. IT'S FOR THE BEST.

HEY GUYS! WE SHOULD BE SHOVING OFF SOON.

THEN AGAIN, I GUESS YOU CAN USE THE SOL EMERALDS TO GO HOME FROM ANYWHERE, BLAZE.

AND SILVER CAN RETURN TO THE FUTURE... HOWEVER HE DOES IT.

YOU'RE RIGHT. MY WORK HERE IS DONE, AND THE SOL EMERALDS MUST BE RETURNED. I'LL SEE EVERYONE ELSE HOME FIRST, THOUGH.

I'M STAYING. I'VE GOT A NAGGING FEELING THE FUTURE I ESCAPED FROM MIGHT STILL HAPPEN.*

I DON'T THINK THE REAL THREAT HAS PASSED YET.

*STH#8.

OH MAN—DON'T MAKE IT SOUND SO DIRE! WE GET TO HANG OUT MORE! THAT'S *AWESOME!*

WELL... I GUESS IF YOU HAVE TO PUT A POSITIVE SPIN ON IT...

HEH... HE ALWAYS DOES.

AND NO ONE DOES IT BETTER!

I'M GOING TO CHECK UP ON A FEW MORE FOLKS, SO SEE YA LATER!

WHERE DID YOU FIND THAT CHAIR?

EGGMAN'S PRIVATE STASH. I THOUGHT, "WHY LET IT GO TO WASTE?"

YEAH, BUT... WHEN DOES EGGMAN EVER GO OUTSIDE?

DON'T LET THE PAUNCH FOOL YOU.

HE ACTUALLY USED TO HAVE A METICULOUS CARDIO REGIMEN.

HUH. YOU THINK YOU KNOW A GUY...

ARE YOU BACK TO SPYING ONCE WE'RE HOME?

I'M A GIRL OF MANY TALENTS. I KEEP MY OPTIONS OPEN. RIGHT NOW, I'M ENJOYING THIS TROPICAL GETAWAY...

...AND HAVING FULL VIEW OF THE MASTER EMERALD.

HOW YOU HARASS KNUCKLES ON YOUR OWN TIME IS YOUR THING. I GUESS SHADOW'S ALREADY GONE?

HE'S EVEN WORSE ABOUT IT THAN YOU. BUT YES, HE'S GONE, NEVER TO LOOK BACK AGAIN.

WELL, TELL HIM "THANKS" FOR ME. I'M BETTING YOU'LL SEE HIM BEFORE I DO.

HA! LIKE HE LISTENS TO ME. BUT I'LL PASS IT ALONG IF I GET THE CHANCE.

ARE WE READY TO LIFT OFF, CAPTAIN?

YOU'RE RIGHT ON TIME! HERE WE GO!

WAY TO GO, MAN! YOU FIXED THIS THING UP IN RECORD TIME!

DON'T THANK ME YET. EGGMAN TECH IS NOTORIOUSLY WEIRD.

I'M JUST GLAD WE LAUNCHED! YOU CAN THANK ME IF WE LAND SAFELY.

PSSHT! IF WE CRASH, WE CRASH. WE'VE HANDLED WORSE AND COME OUT ON TOP.

YOU KEEP SAYING THAT.

'CAUSE WE KEEP PROVING IT TRUE. HERE'S TO ANOTHER ADVENTURE DONE IN STYLE, BUDDY!

YEAH!

ELSEWHERE...

SO THE BIODATA METAL SONIC COPIED OFF OF SONIC AND SHADOW WAS CORRUPTED? HOW UNFORTUNATE. PERHAPS YOU COULD RECONSTRUCT...?

NO, THE MOMENT'S PASSED. NEO DID WELL, CONSIDERING THE LACK OF MY BRILLIANT LEADERSHIP, BUT IT'S OVER.

BUT... IT LOOKS LIKE HE CAME SO CLOSE. WHY NOT—?

AH-AH-AH! IT'S TIME FOR A CHANGE OF PACE!

DOES THIS MEAN YOU HAVE A NEW PLAN IN MIND?

OF COURSE! I ALWAYS DO. BUT IT WILL NEED TIME TO TEST AND PREPARE.

WHICH IS WHY I'M PUTTING ***YOU*** IN CHARGE OF KEEPING SONIC DISTRACTED UNTIL I'M READY!

O-OF COURSE, SIR! IT WILL BE MY HONOR! I KNOW ***EXACTLY*** HOW TO LURE HIM INTO AN AMBUSH!

IS THIS SOME KIND OF SICK JOKE?

HOW ARE WE SUPPOSED TO USE WEAPONS LIKE THESE?

OH! THIS MAKES A *LOT* MORE SENSE!

I CAN'T WAIT TO USE THIS!

I CALLED UP THE SCHEMATICS ON FILE AS YOU REQUESTED, BOSS.

ARE YOU SURE YOU REALLY WANT TO UNLEASH *THAT* ON THE WORLD?

OH, YES! YES *INDEED!*

I'VE SUFFERED QUITE THE INDIGNITY DURING MY LAST SETBACK. NOW THE WORLD WILL BE MADE TO SUFFER IN RETURN!

NEXT TIME: SONIC VS. ROUGH & TUMBLE– ROUND TWO!

SONIC LETTERS SQUAD

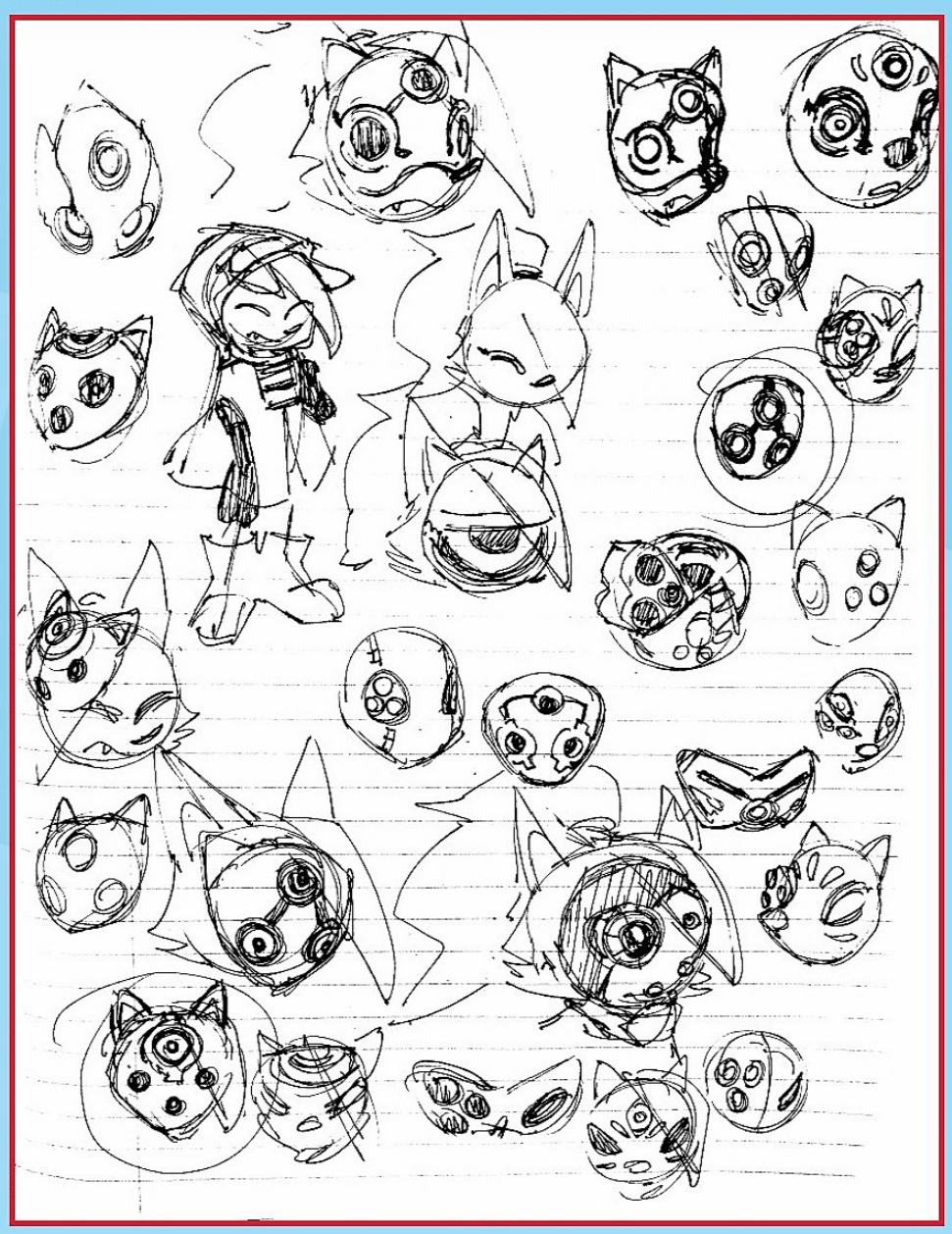
What's up, Squad? Hope you enjoyed issue #12, the thrilling fallout (hey, that was our first arc) of "The Battle of Angel Island," once more by the talented team of Ian Flynn, Evan Stanley, Tracy Yardley!, Matt Herms, and Shawn Lee! BUT this time, as we're gearing up for Sonic Season 2 with issue #13, we thought we'd do something a little bit different than our usual letters: An interview with artist Evan Stanley about designing Sonic characters!

IDW: Hey Evan, thank you for talking to us! We're twelve issues into IDW Sonic and boy, what a run it's been already. What's been your favorite part so far?

Evan: Well as an artist, my fave so far has been Issue 8; I've got a soft spot for Silver, and getting to introduce Whisper was a blast. As a fan, I think Issue 6 is my favorite so far; it was cool to see Sonic make some tough choices—and defend them!

Out of the first 12 issues, you've been on interiors for five of them and have had a chance to design two new characters—Whisper the Wolf and Dr. Starline. Let's talk about Whisper first as she's been around a little bit longer. One of her most notable features is her mask, where did that come from?

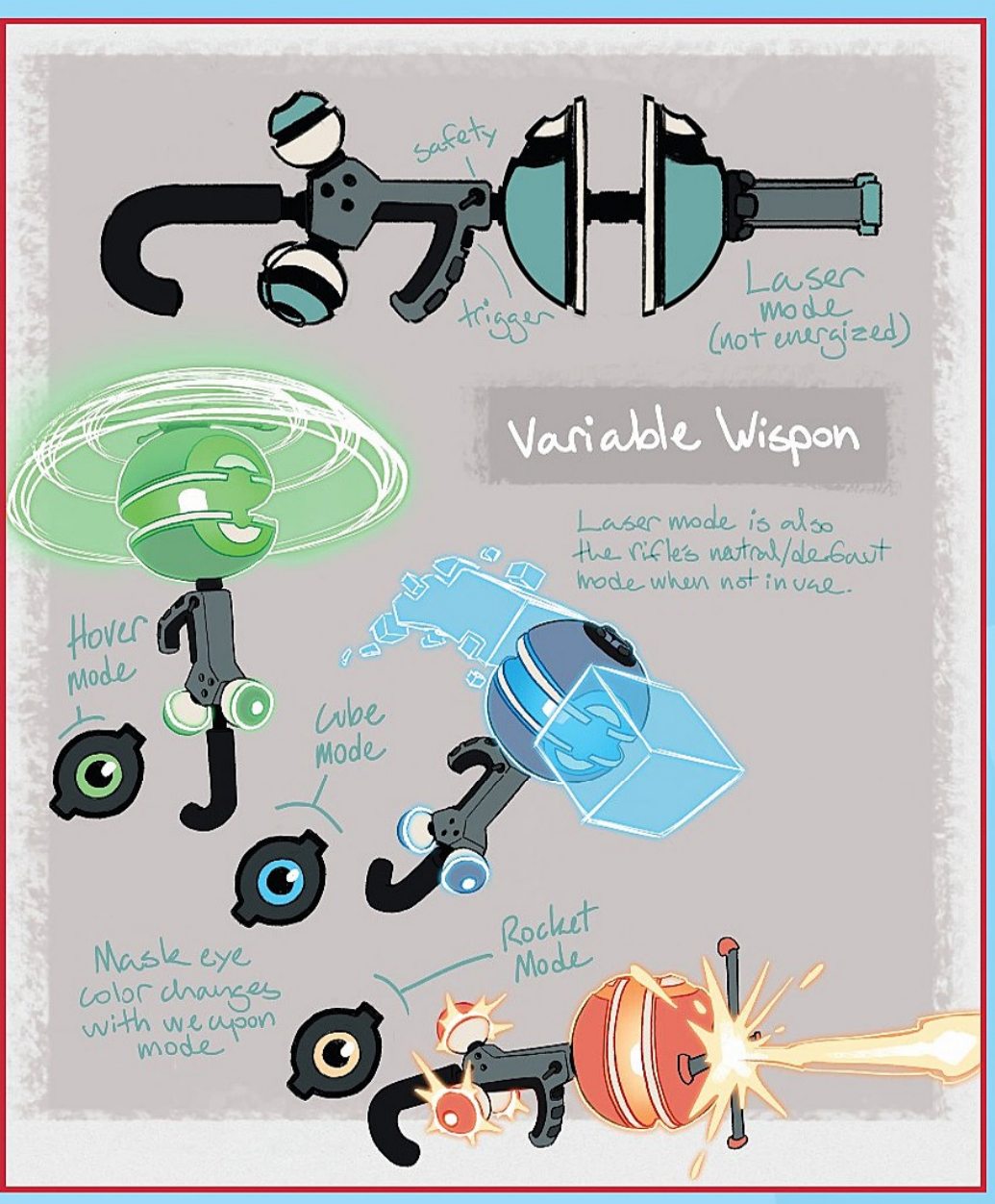
One of my favorite costume items in Sonic Forces is the kitsune mask, and when I learned that Whisper was a mysterious and reserved person, I thought a similar mask might work for her. Ian Flynn saw the mask concept and had the idea of making it also serve as a sniper scope and wisp communication device, which instantly clicked; now you can't imagine her without it! The mask became an extension of her personality, her fighting style, and her larger story arc. It's a great example of a design element that not only illustrates the character's personality, but enriches the character's story. That's the ideal outcome of a collaborative process like this.



Besides her mask and clothing, one of the really cool things you got to do with Whisper was design her variable wispon. Can you tell us about designing equipment to serve all of her wisp companions?

I think I got lucky with the Variable Wispon—I'm not super great at visualizing mechanical objects, and it's a crazy Swiss Army knife of a weapon! From a read-through of the script, I knew that it primarily served as a

the “sniper rifle” silhouette. Lastly, I used the motif of a Wisp Capsule to provide a visual focus, and an easy place for Whisper’s team to swap out in plain view. The weapon doesn’t transform so much as Whisper just holds it differently; I visualized how I’d want to hold an umbrella or hammer, made sure she’d have places to put her hands, and that that was it!



When we showed off your designs for Whisper at the San Diego Comic-Con panel, it seems like people started drawing their own interpretations immediately. What’s the experience been seeing her be picked up by the fan community?

most positively-received character I’ve designed yet! All the attention was a bit overwhelming, but I’m glad so many people felt a connection to her!

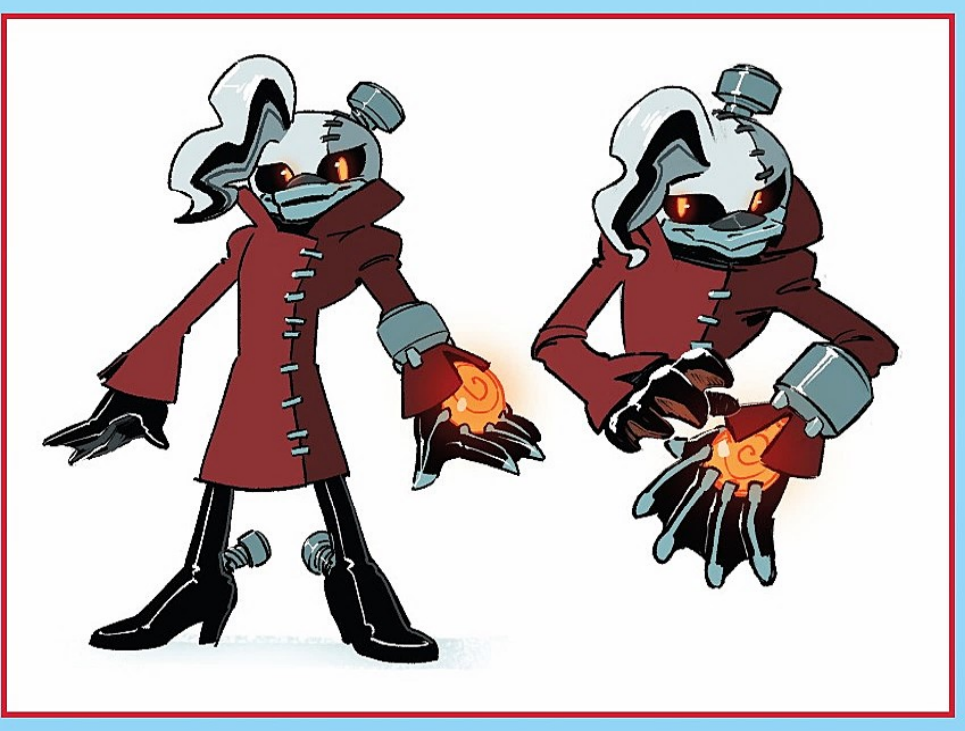
Now, to briefly shift gears a little, at this point you are the only person to draw all five of the new characters from Season 1 (Tangle, Rough, Tumble, Whisper, and Dr. Starline). While you designed Whisper and Starline, Tyson Hesse designed the other three characters. What’s the experience like working off of another artist’s designs?

I’ve been a fan of Tyson’s work ever since reading *Boxer Hockey* online way back when, so it’s a treat to get to work with his designs. He did some really nice stuff with fur patterns to help describe the characters’ forms—I especially like Tumble for that. The biggest challenge was interpreting the details in a way that’d look natural next to my version of Sonic and Co., but that’s something I’ve always gotta do when I’m handling a new design.

Also, THANK YOU for including shoe sole designs on the character sheets. So often it’s a massive drag to track down good sole refs for Sonic peeps!

Let’s talk about Dr. Starline. As is often the case, there were several rounds of edits on his design, including some that looked wildly different. Can you explain what that process is like? Does it become harder or easier to find that final design as you’re given more notes?

Starline was tricky to nail down—I started off by narrowing my options a bit too fast, getting caught up in details, and the first few rounds of criticisms boiled down to a “hmm, I dunno”. Only after I loosened up and went back to exploring what makes his personality shine did I find something exciting, but that wouldn’t have been possible without the previous iterations first focusing the concept. Personally, I LOVE notes. Finding creative solutions to a design’s requirements is what I like doing

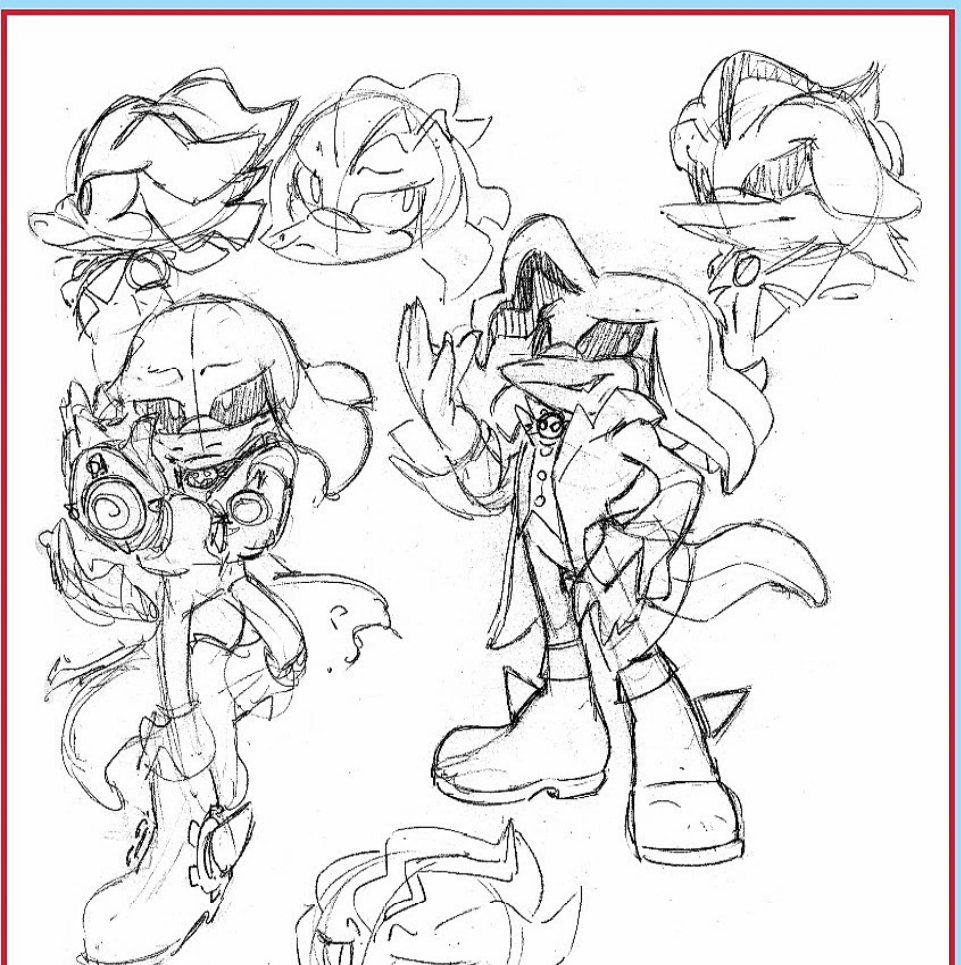


best; leave me alone with no parameters and I'm lost. It's my job to find the ideal combination of everyone's ideas on the creative team, and to do that I need as much feedback as I can get!

(The trick is to never submit an idea that you don't personally like, so even if your team doesn't pick your favorite, it'll still be something up your alley.)

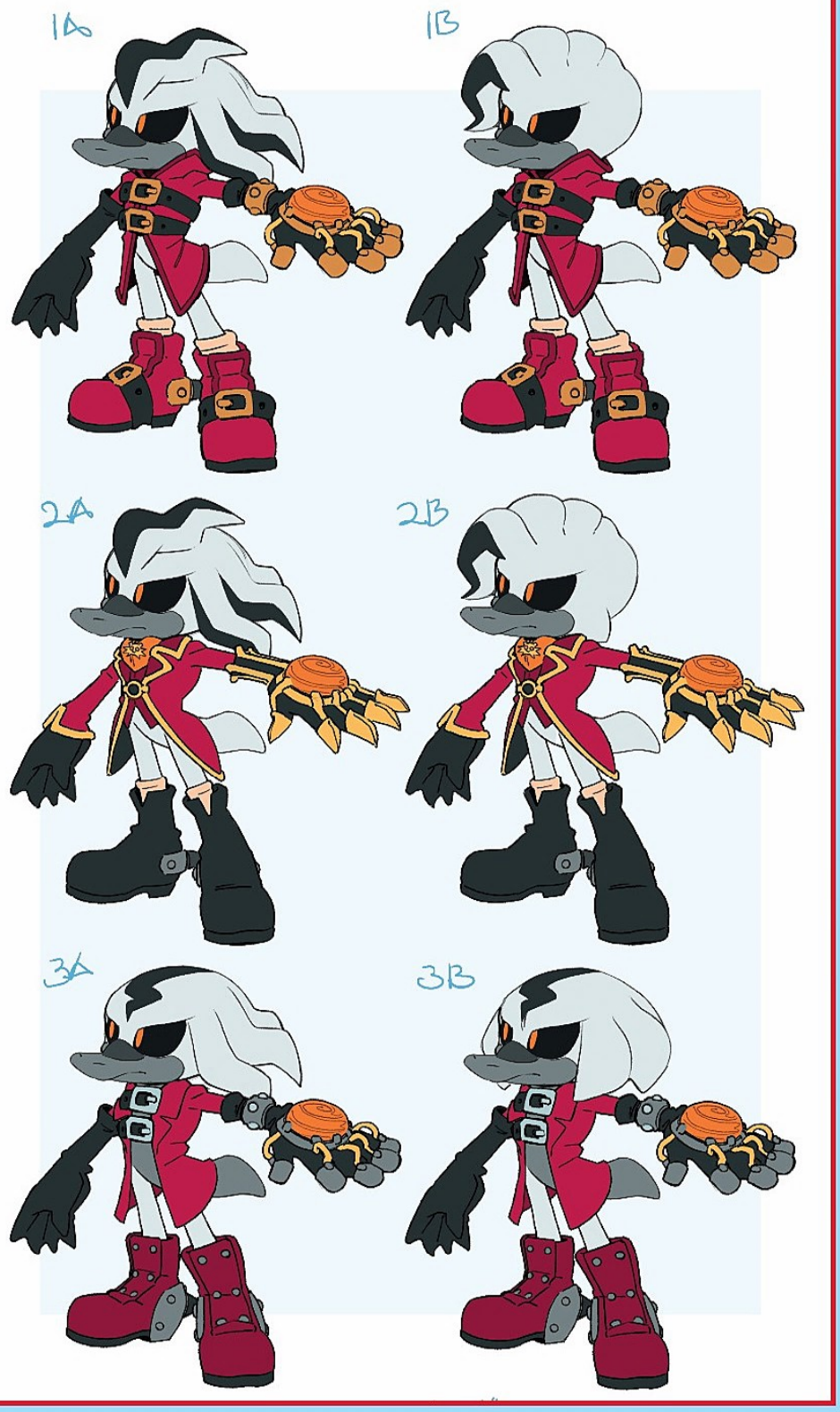
IDW: What were some of your major design inspirations when creating Dr. Starline?

Ooh, I pulled from a bunch of sources… but I describe the final design as Jareth the Goblin King meets steampunk Benjamin Franklin, with a touch of Michael Jackson's *Thriller.*



IDW: Who is your favorite artist and have you been influenced your own style—in comics, in visual storytelling, in character design—by their art?

My first memory of seeing comics was at three or so, when I encountered a bookshelf three times my height full of *Calvin and Hobbes* collections—I couldn't read, but I instantly fell in love with the strip. Bill Watterson's style and approach to visual storytelling made a permanent impact on me. I've drawn all my life, but I didn't start making comics myself until I was around 13. When I did, I was looking at Sonic art and its influences to learn… there's a whole legacy of artists and tangential sources there, but I think I've learned the most from Tracy Yardley. Yes, hi Tracy, you're excellent!



IDW: How does it feel having characters you designed become part of a new Sonic canon?

It's a thrill, and an honor! When I started making comics I never let myself even dream that I'd get to be here, helping create the next chapter in my favorite story ever.

Thanks so much, Evan! That was very interesting! Hopefully we all understand the design process a bit better and see how challenging and rewarding it can be to create new characters!

That's it for this time! Don't forget to send your art and letters to letters@idwpublishing.com, and make sure to mark them: "OKAY TO PRINT!" We'll see you next issue with the start of the next great Sonic adventure! A *Sonic Adventure 2*, if you will!

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ASSISTANT EDITOR **MEGAN BROWN**

EDITOR **DAVID MARIOTTE**

PUBLISHER **GREG GOLDSTEIN**

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HERE WE ARE—*TEAM SONIC*—ON *PLANET WISP.*

DRIVING CARS FAST ENOUGH TO ENTERTAIN EVEN SONIC, ON CRAZY TRACKS STOCKED WITH WISP POWER-UPS.

ALL FOR AN ECCENTRIC MYSTERY MAN, DODON PA. NO ONE KNOWS WHERE HE COMES FROM OR WHY HE HOSTS RACES.

BLUE HEDGEHOG OR BLACK HEDGEHOG? WHO WILL SURVIVE? *HOHOHOHO.*

SERIOUSLY, I WONDER. THEY'RE BOTH PRETTY GOOD...

AND WE'RE LOSING! WHAT?!

COOL SUMMARY, TAILS. NOW HOW ABOUT WE FOCUS UP AND WIN THIS THING?

HEH. TOTALLY!

SONIC AND SHADOW ARE OFF IN THEIR OWN LITTLE WORLD IN THEIR SPEED-TYPE CARS, BUT WE'VE GOTTA MAKE SURE TO WIN, TOO.

RIGHT! WE'VE GOT THE TEAM SCORE TO THINK ABOUT.

BRING-THE-PAIN PROTOCOLS INITIATED.

HNGH! I CAN HANDLE OMEGA IN MY POWER-TYPE RACER...

...BUT MORE MATTERS THAN JUST HOW MANY *MILES PER HOUR* WE DRIVE.

I'M COUNTING ON YOU TO OUTWIT ROUGE WITH YOUR TECHNIQUE-TYPE CAR SKILLS!

ROGER. I'VE NOTICED EVERYONE'S CAR HAS A UNIQUE SLIPSTREAM.

I THINK THAT'S THE KEY TO USING KINETIC CONTACT TO OUR ADVANTAGE!

SOMETIMES I FEEL LIKE WE SHOULD CALL YOU "BRAINS" INSTEAD OF "TAILS."

INDEED. YOUR CARS CAN DO ALL SORTS OF THINGS!

AND THE VIDEO SCREENS, TOO! MY EXPENSIVE RACE, MY RULES! *HOHOHOHO!*

GAH! YOU CAN TALK THROUGH OUR CARS!

UNFF!

YOU SHOULD FOCUS ON YOUR OPPONENT— *ME.*

I KNOW THERE ARE OTHER WAYS TO GET AHEAD. WATCH AND LEARN ABOUT—

KRNSH

—RESOURCEFULNESS.

KA-SPLODE

NOT COOL, WISPS!

I THOUGHT WE WERE POWER-UP PALS!

YOU WANT RESOURCEFULNESS, SHADOW? HERE'S SOME POWER FOR YOUR TEAM!

WHOMP

ECHIDNA IMPACT EXPERIENCED.

BAT IMPACT IMMINENT.

WHAT THE—

WHOOSH

BOOST DETECTED.

WHOOSH

ZOOM

WOW! THANKS FOR THE BOOST, KNUCKLES!

SURE YOU'RE NOT ON OUR TEAM?

GRRRR! YOU KNUCKLEHEAD.

DON'T BEAT YOURSELF UP!

YOU JUST DISCOVERED THE SKIMBOOST! I BET WE CAN PULL ONE OFF, TOO!

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